```
Thoughts.Game.GameMap.MapElement.Awake ──▶ Thoughts.Game.GameMap.MapElement.Clock ──▶ Thoughts.Game.GameMap.MapElement.DoNextPlanedMapEvent ──▶ Thoughts.Game.GameMap.ExecutionPlan.Execute ──▶ Thoughts.Game.GameMap.ExecutionPlan.CanBeExecuted
```

Thoughts.Game.GameMap.ExecutionPlan.GetRequirementsNotMet

Thoughts.Game.GameManager.GetExecutionPlanToCover